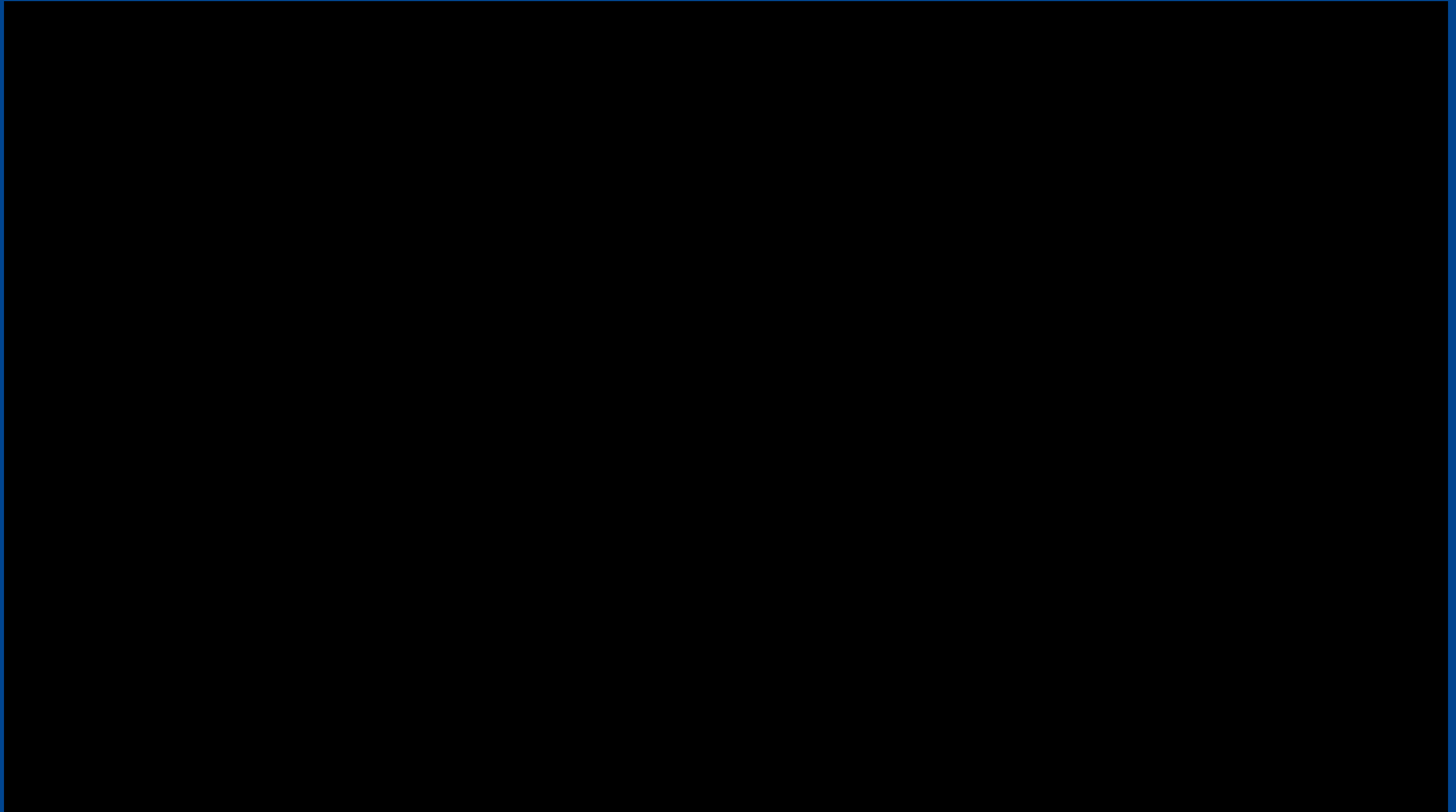




5TH/6TH CENTRAL MOORABBIN SCOUT GROUP
JAMBOREE INFORMATION NIGHT
NOVEMBER 29TH 2011

AJ2013 Promotional Video:



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When:

The Victorian Contingent departs for the Jamboree on 1st January 2013 and returns home on 14th January 2013.

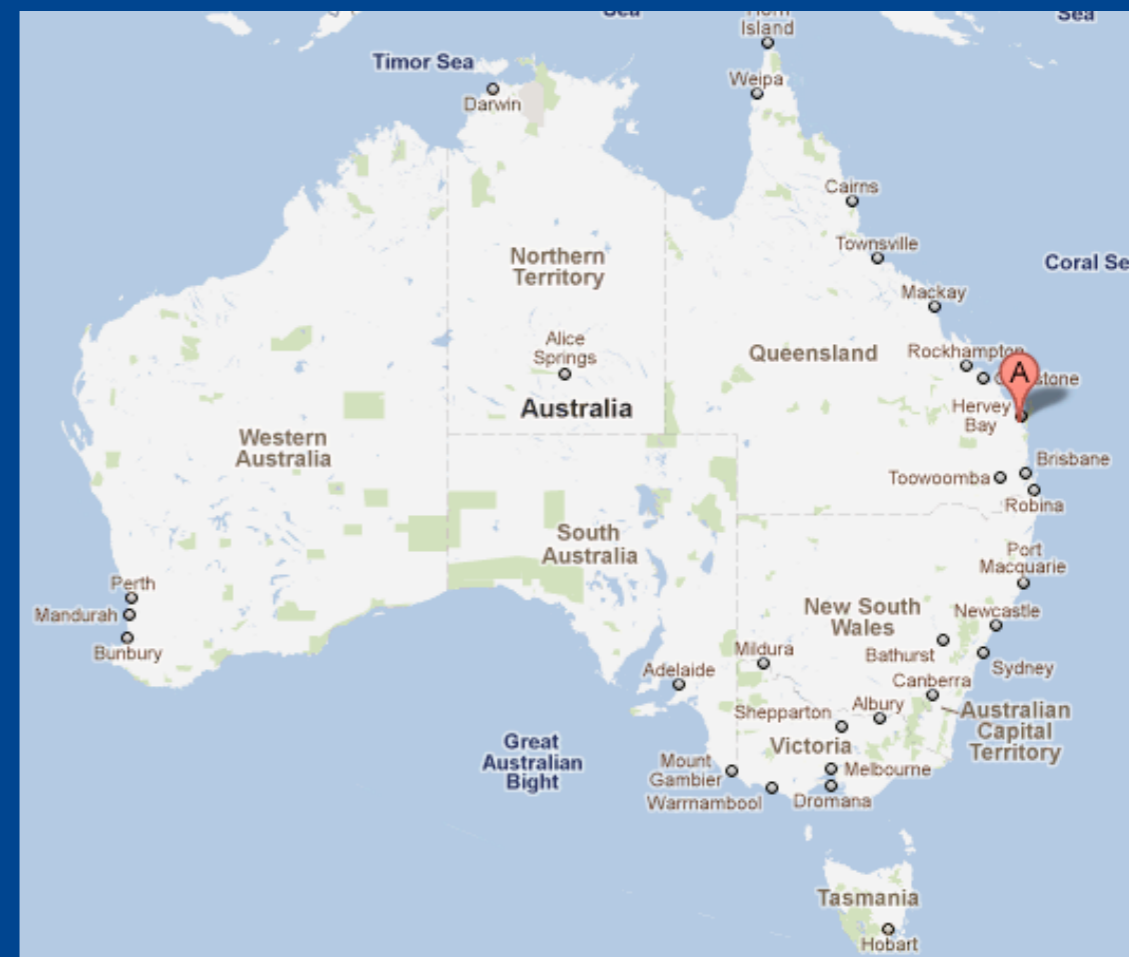


Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1st	2nd	3rd	4th	5th
6th	7th	8th	9th	10th	11th	12th
13th	14th					



Where:

Maryborough Showgrounds and Equestrian Park, Maryborough, Queensland



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On Site Activities:

Activity “zones” will be established where patrols will be rostered to participate in a specific “zone” for half a day, but the patrol will be able to choose what they do in that “zone”.

Dream It Live It.....Climb It

- Abseiling
- Rock Climbing
- Flying Fox

Dream It Live It.....Tag It

- Laser Tag
- Nerf Zone

Dream It Live It.....Soak It

- Giant Water Slide
- Slippery Pole
- Beach Volleyball
- Horizontal Bungy

Dream It Live It.....Smash It

- Car Smashing
- Remote Control Cars
- Blower Vac Soccer
- Spray Painting
- Junkyard Wars

Dream It Live It.....Clown It

- Unicycles
- Trapeze
- Juggling
- Stilts
- Clown School
- Arcade Games
- Trampolines

Dream It Live It.....Make It

- Plumbing
- Landscaping
- Carpentry
- Concreting
- Bricklaying
- Wood Turning
- Welding
- Lapidary
- Paving
- Electrical

Duty Patrol Activities: Dream It Live It.....Try It

Duty Patrols will have structured activities, that is, they will not be marketed as “free time”. The duty patrol activities will be full day activities and will have a later start time and earlier finish time than on-site activities. This is to allow Duty Patrols to work in with their duties for that morning or afternoon.

Activities in “Dream It Live It....Challenge It” will include

- Amateur radio
- NJNN
- Milk crate stacking
- Geocaching
- Mud Volley Ball
- Yakkery
- Archery
- Disability Challenge
- ROC
- Bike Bungle



Off Site Activities:

There are four full-days off site activities that each Patrol will attend. These off site activities are

Dream It Live It.....Splash it (Water activities)

Dream It Live It.....Explore it (Maryborough great race)

Dream It Live It.....Endure it (Endurance)

Dream It Live It.....Love it (Big day out – beach & theme park)

Dream it Live it.....Splash it

This is a full day off site water activities base. The base is located at Hervey Bay, 40 minutes north of Maryborough. Hervey Bay is built on a protected bay with sandy beaches. The bay is protected by Fraser Island, and the beach faces North, offering protection from the prevailing south easterly winds. The water is clear and shallow, and the bottom is sandy making it an ideal location for a day on the water.

The Dream it Live it.....Splash it base will be split over two bases. Scouts will spend the morning at one base, with a major activity and smaller activities, stop for lunch and then jump into the second base for the afternoon's activities. Patrols will bring their lunch with them, as well as sunscreen, sun shirt, hat, and walking shoes.

Activities on Dream it Live it..... Splash it may include:

Raft building, Snorkelling, Sand Sculptures, Water Park , Beach Games, Floats, Rubber Duckies , Swimming, Beach Games, Stunt Kite Flying

Dream it, Live it.....Explore it (Maryborough great race)

Maryborough is a 10 minute bus ride from the Jamboree site. Once there, Dream it Live it.....Explore it launches the Scouts into a full day non-stop activity across the historic city. Patrols will be given a map and enough clues to set off on a great race, completing challenges as they go. Patrols will get to catch their breath at one of several fast food outlets before launching back into the race, trying to win before the afternoon deadline sees them back on a bus.

Dream it, Live it.....Endure it (Endurance)

Check out through the back gate of the Jamboree site into Venturer Scout world –Dream it Live it ..Endure it! The Venturer Scout section will test your skills, stretch your minds and challenge your sense of humour as they introduce you to the wacky world of Venturing. This is a full day activity where Patrols will navigate a course from one activity to the next and tackle the challenges head on.

Dream it Live it.....Love it (Big day out – beach & theme park)

This is the biggest activity at the Jamboree, taking in a major theme park and one of Queensland's best beaches. Because the Sunshine Coast theme parks are some distance away, this will be the first activity off the site in the morning and the last back at night.

Coaches will depart early and go directly to a theme park, either Australia Zoo or Underwater World. On the way, we'll have games to play, as well as a presentation on what to expect when we arrive.

Once at the theme park, we will experience some of Queensland's wildlife secrets first-hand. Patrols will bring lunch to have at the theme park, relaxing out of the sun during the hottest time of day, then head off to a Sunshine Coast beach.

At the beach, we will get to swim in a patrolled area as well as participate in beach games. Before leaving, we will be able to enjoy a good old Aussie beach barbeque.

After dinner, it's back on the coaches for a relaxing movie before bed. We'll get back at 21:00, or 9:00pm, just in time to clean teeth and crawl into a well deserved sleeping bag.



Some interesting facts about the AJ2010:

- Cataract Scout Park is the size of 160 football fields.
- There was about 13,000 people on site. Another 9,000 people joined us for visitors day.
- Approximately 140,000 litres of milk was consumed.
- Around 1,000,000 slices of bread were eaten.
- Healthy Scouts ate 214,000 pieces of fruit.
- The main arena stage weighed over 20 tonnes, the roof made up over half of that.
- JNN radio station had a library of over 20,000 songs
- We had two days where the mercury hit 39 degrees
- During the Jamboree 50,000 people viewed videos on the AJ2010 Youtube site
- Over 12,000 Jambograms where delivered to Scouts



[A short video that was shown at the opening ceremony at AJ2010:](#)



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- No extension to this age limit is allowed
- Must be a registered and invested Scout and hold the Pioneer Badge by December 2012
- Must have camped under canvas as a Scout, for ten nights, at least four (not three) of these to be consecutive
- Must be considered by their parents/guardians and Scout Leader to be of both sufficient maturity and good behaviour to successfully participate in the Jamboree
- Must be recommended by their Group Leader

These requirements are not negotiable



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Surname	First Name	Reg. No.	D.O.B.	Current Age	Age at AJ2013	Age at AJ2016	Section
NOT EGILIBLE FOR AJ2013				NOT EGILIBLE FOR AJ2013			
STURT	Charlie	8052093	29/11/1996	14.985	16.095	19.093	Scout
TROWER	Dillon	8029995	07/02/1997	14.793	15.903	18.902	Scout
WILSON	Jay	8010265	10/02/1997	14.785	15.895	18.894	Scout
JOHNSON	Charles	8020144	20/09/1997	14.177	15.287	18.286	Scout
BRAHAM	Emma	8018757	23/10/1997	14.087	15.197	18.195	Scout
AGE EGILIBLE FOR AJ2013				AGE EGILIBLE FOR AJ2013			
CRAWFORD	Kiera	8013815	19/01/1998	13.846	14.956	17.954	Scout
NATHAN	Rowina	8023102	08/03/1998	13.714	14.825	17.823	Scout
PETER	Lachlan	8027344	05/07/1998	13.389	14.499	17.497	Scout
JOHNSTON	Michelle	8038512	27/08/1998	13.244	14.354	17.352	Scout
MCCONVILLE	Elsa Anne	8047054	21/09/1998	13.175	14.285	17.284	Scout
KINSELLA	Charlotte	8056567	30/09/1998	13.150	14.261	17.259	Scout
WATKINS	Kristen	8058087	15/10/1998	13.109	14.219	17.218	Scout
BOWMAN	Christopher	8027620	04/01/1999	12.888	13.998	16.996	Scout
HEENAN	Rebecca	8046720	09/01/1999	12.874	13.984	16.982	Scout
DEGERING	Thomas	8027345	29/01/1999	12.819	13.929	16.928	Scout
PARKER	Nathan	8034218	30/01/1999	12.816	13.927	16.925	Scout
ROGERS	Jonathan	8036893	17/02/1999	12.767	13.877	16.876	Scout
STURT	Harry	8048527	19/02/1999	12.762	13.872	16.870	Scout
EAGER	Rhys	8021542	27/02/1999	12.740	13.850	16.848	Scout
JONES	Matthew	8040347	10/03/1999	12.710	13.820	16.818	Scout
BROWN-GRAHAM	Maddison	8046812	13/06/1999	12.449	13.560	16.558	Scout
WICKENDEN	Callum	8040178	22/06/1999	12.425	13.535	16.533	Scout
KINSELLA	Ryan	8036844	23/06/1999	12.422	13.532	16.531	Scout
JOHNSON	Timothy	8058086	29/06/1999	12.406	13.516	16.514	Scout
BRETT	Patrick	8041122	11/07/1999	12.373	13.483	16.481	Scout
CROSS	Jack	8040179	01/09/1999	12.230	13.341	16.339	Scout
SIAM	Emile	8038510	29/09/1999	12.154	13.264	16.262	Scout
BERRY	Chandra	8057484	14/10/1999	12.113	13.223	16.221	Scout
WILSON	Morgan	8058085	20/10/1999	12.096	13.206	16.205	Scout
CHEESEMAN	Claire	8058612	25/10/1999	12.083	13.193	16.191	Scout
MORGAN	Cara	8061921	02/11/1999	12.061	13.171	16.169	Scout
JOVANOVIC	Stefan	8043265	13/11/1999	12.030	13.141	16.139	Scout
MCDOWELL	Harry	8047314	23/11/1999	12.003	13.113	16.112	Scout
JAMES	Mitchell	8040180	07/12/1999	11.965	13.075	16.073	Scout
CROCKETT	Samuel	8049362	29/12/1999	11.905	13.015	16.013	Scout
MEEHAN	Ashley	8058089	03/02/2000	11.806	12.916	15.914	Scout
CLOUGH	Ella	8058958	16/02/2000	11.770	12.881	15.879	Scout
CUMMING	Lachlan	8032639	13/03/2000	11.699	12.809	15.808	Scout
ADOE	Aaron	8032641	14/03/2000	11.696	12.807	15.805	Scout
WILLATON	Matthew	8046994	15/03/2000	11.694	12.804	15.802	Scout
BEGG	Tara	8057485	23/03/2000	11.672	12.782	15.780	Scout
LAI	Ethan	8028975	28/03/2000	11.658	12.768	15.767	Scout
O'BRIEN	Kirsten	8028921	28/04/2000	11.573	12.683	15.682	Scout
SWINNERTON	Cooper	8049360	10/05/2000	11.540	12.650	15.649	Scout
MOUNTER	Riley	8045135	25/09/2000	11.162	12.273	15.271	Cub
GONTIER FLEMING	Lennon	8047051	29/09/2000	11.152	12.262	15.260	Scout
FRAZER-BOWEY	Zach	8053895	20/11/2000	11.009	12.119	15.118	Cub
WRIGHT	Louis	8053183	10/01/2001	10.869	11.980	14.978	Cub
GUY	Brendan	8036115	14/03/2001	10.697	11.807	14.805	Cub
PARKER	Luke	8034342	16/03/2001	10.692	11.802	14.800	Cub
OOI	Angelo	8045130	28/04/2001	10.574	11.684	14.682	Cub
RECOMMENDED FOR AJ2016				RECOMMENDED FOR AJ2016			
BONSO	Luke	8053896	20/07/2001	10.346	11.457	14.455	Cub
DURKIN	Benji	8055316	20/07/2001	10.346	11.457	14.455	Cub
GARTLY	Aden	8036114	27/07/2001	10.327	11.437	14.436	Cub
SCHEFFER	Emelia	8054117	21/08/2001	10.259	11.369	14.367	Cub
CARTER	Chloe	8056696	06/09/2001	10.215	11.325	14.324	Cub
DE FINA	Aidan	8056820	24/09/2001	10.166	11.276	14.274	Cub
WRIGHTSON	Toby	8055586	10/10/2001	10.122	11.232	14.230	Cub
MURPHY	Patrick	8045779	31/12/2001	9.897	11.008	14.006	Cub
NOT AGE EGILIBLE FOR AJ2013				NOT AGE EGILIBLE FOR AJ2013			
O'BRIEN	Rory	8040176	10/01/2002	9.870	10.980	13.979	Cub
JOVANOVIC	Petar	8060104	23/01/2002	9.834	10.945	13.943	Cub
JAGGS	Alesha	8061920	12/02/2002	9.780	10.890	13.888	Cub
CONNELLY	Harvey	8045777	02/03/2002	9.730	10.840	13.838	Cub



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What this means:

In real terms if your not in the Scout section by the end of term one 2012 it would be close to impossible to achieve your pioneer badge (or get enough nights under canvas).

The Pioneer badge is generally the first major badge a Scout achieves.

To complete your Pioneer badge you need to do the following

- Pioneer Campcraft badge
- Pioneer Citizenship badge
- One Pioneer target badge (air activities, construction, emergencies, environment, water activities or water safety)



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What this means:

For cubs just coming to the troop the next 12 months are going to be pretty busy - a must for you is Stradbroke Cup over Easter, is a 5 day camp which will tick one of the hardest boxes (4 nights consecutive). It also give you a chance to experience 'Scout' camping to prepare you for the Jamboree - it also gives the Scout Leaders a chance to see how you go so we can recommend you for the Jamboree. As well as Stradbroke you need to attend at least 3 other camps for the year to get 10 nights under canvas

2012 Camps:

Stradbroke Cup - 4 nights

Somers Sheild - 2 nights

Wilson's Prom Hike - 4 nights

Harry Potter Camp - 2 nights

War Camp - 2 nights

Gilweroo - 2 nights

ONLY SCOUT CAMPS COUNT - CUB CAMPS AND CAMPS WITH YOUR FAMILY DO NOT COUNT TOWARDS THE TOTAL



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What this means:

You must be considered by your parents and the Scout Leaders to be capable of lasting the Jamboree.

The jamboree is 14 days of non-stop activities, from the trip to the Jamboree, right through to the return trip home.

If we decide that you are not suitable to attend, you will not be going.

You have the next 12 months to prove you can handle the time away from home and the pressure that come with non-stop activities.

Its important that everyone that attends enjoys the Jamboree.

The final stage of the application process is getting your application form signed by our Group Leader, he will only sign and recommend you based on discussions with the Scout Leaders.



The Jamboree Fee:

\$1880

There's no hiding from the fact that it's expensive. Payments are made in 3 instalments

First instalment - \$750 due 31/03/11

Second instalment - \$750 due 31/07/11

Third instalment - \$380 due 30/09/11

Other costs:

Scout will also need additional spending money to take with them on the camp - Approx. \$150

Troop T-shirt - Approx. \$40

Troop fund - Approx. \$20

Pre-Jamboree camp - Approx. \$70

What you get for the money:

Transport to and from the Jamboree

All activities, food, etc at the jamboree

Jamboree pack - Shirt, Scarf, Woggle, Hat, Badges, Bag, Water Bottle, ID lanyard, Handbook

Vic Con pack - Shirt, ID lanyard, bag, luggage tag



Fundraising:

Every summer we raised money for the Scout Troop with the Triathlons. This involves packing showbags and handing out water at drink stations. We receive money for each person that helps out.

For the 2011-2012 season we are offering you 50% of the money raised. The more you help, the more money you will receive.

For example:

If one person from your family attends one triathlon and the triathlon pays \$45 per person you will receive \$22.50 of your Jamboree fee. If five people from your family attend you would receive \$112.50.

For the last Jamboree the individual amounts ranged from \$75 up to \$495.

If you are concerned about the cost, this is an easy and affective way of reducing the cost.

Currently there are no other plans for any alternative fundraising.



Funding Assistance:

LORD BADEN-POWELL SOCIETY

The society, through the generosity of its members, is planning to provide more than \$150,000 in grants to assist at least 250 Australian Scouts in need to attend the Jamboree.

The society will allocate up to \$600 per Scout. Grants will be made on a needs basis with preference going to the most deserving applicants.

N.E.A.R. FUND

The NEAR Fund has a limited amount of money to assist severely disadvantaged scouts to attend AJ2013. To apply for assistance you must download the Application Form from the Scouts Australia Victorian Branch website. Any funding granted will be limited to a part payment of the final instalment. To be considered for any funding assistance Participant Applications must be submitted and the appropriate deposit paid. The deadline for submitting a request for assistance from the NEAR Fund is May 31st 2012.

Please feel free to discuss some of this funding opportunity with any of the leaders, all discussions will be held in the strictest confidence.

We do not want any Scouts to miss out on the Jamboree purely on a financial basis.



Transport:

Yep... we are travelling to the Jamboree on buses, no... there isn't any alternative! Its all part of the Jamboree experience. 28hr's - two major stops: Dubbo and Brisbane. Shorter stops along the way (every 2-3 hrs)

Independent Travel:

Is allowed but certainly not encouraged. Travelling to and from the Jamboree as part of the troop is a major part of the experience and while spending 28hr on a bus doesn't sound fun, it is and both journeys are an important part of the puzzle for different reasons.



Planning to come and visit?

AJ2013 will provide the opportunity for visitors to come on-site on 3 selected days.

While we are still to finalise all the details around these days, anyone wishing to attend these days will be required to pre-register. A registration form will be available closer to the event.

The only way onto the AJ2013 site is by catching a Jamboree Shuttle Bus from specific off site locations.

PRE-REGISTRATION for all Visitors and Buses is mandatory.

Scout are on activities most days and it is unknown which days they will or wont be on site, best bet is Market Day (if it's one of the visitor days)

Remember that its a long way to go to see someone, for a short amount of time, that will likely be far to busy having fun to stop and say hello.

My recommendation: receive a postcard, maybe a phone call, find out the rest when they get home!



Too old to attend as a Scout?

If you are too old to attend AJ2013 as a Scout it is possible to attend as a Venturer (\$1420), you must be over 16 to attend as a Venturer. Other major activity are also available for Venturers, for example the New Zealand Venturer being held at the same time.

Too young to attend as a Scout?

The next Jamboree is in 2016

Some cubs are age eligible to attend AJ2013 but will not be recommended to attend, we suggest they should wait till AJ2016



Applications:

All age eligible members will receive a letter from the Victorian Contingent team in early/mid December with details about the online application process.

When it comes to making payments the invoices will ask for payments to be made direct to Scouts Victoria, however we will be asking you to make the payments into the Scout Troop account and then we will forward the money to Scouts Victoria, this allows us to track payments. And will make things easier when it comes to applying any triathlon monies.



YES/NO/MAYBE?



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QUESTIONS?

<http://aj2013.scouts.com.au/>

<http://www.vicscouts.com.au/jamboree>

<http://www.moorabbinscoutgroup.net.au>



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